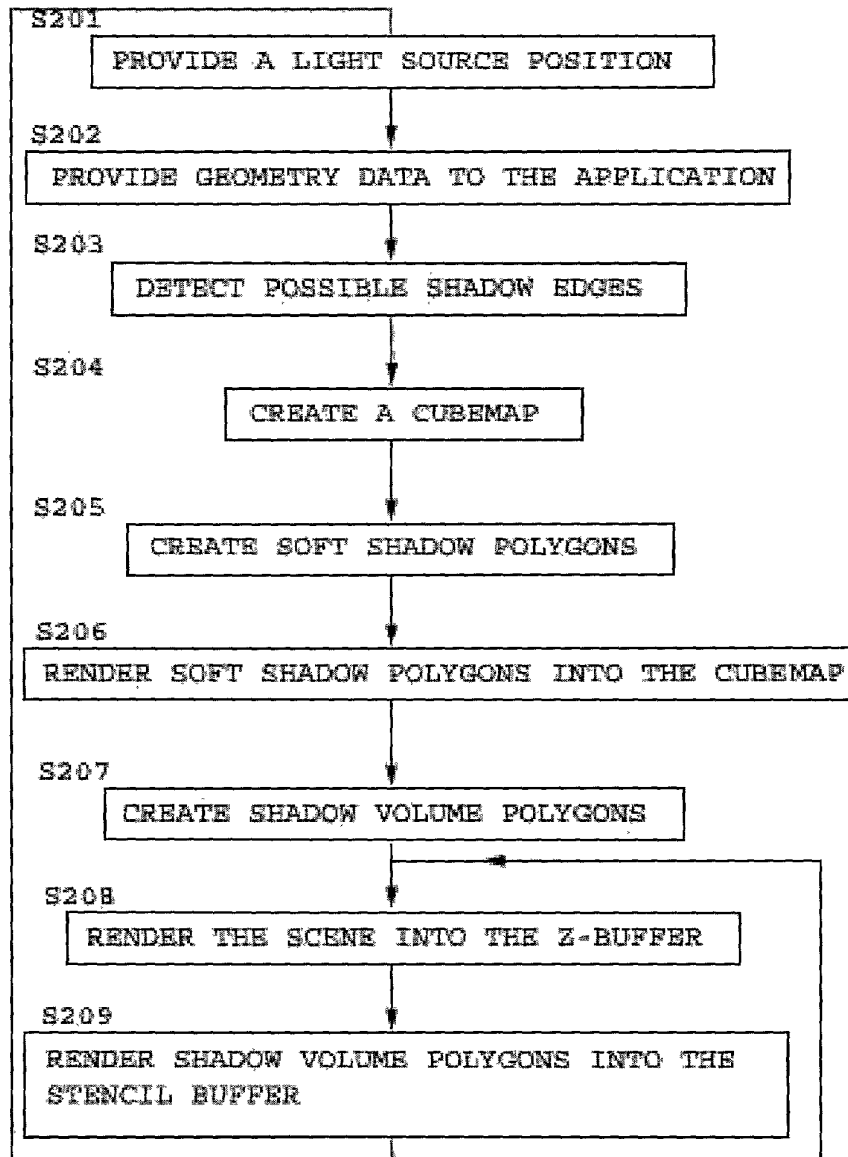


FIG. 1



To Fig.  
2B

FIG. 2A

From Fig.  
2A

S210

IS THE  
PIXEL OF THE 3D SCENE  
TO BE DRAWN IN A NON  
SHADOWED AREA, ACCORDING  
TO STENCIL BUFFER  
INFORMATION?

NO

S211

YES

DRAW THE PIXEL OF THE 3D SCENE WITH THE  
CUBEMAP APPLIED

S212

ARE ALL  
THE PIXELS OF THE  
3D SCENE RENDERED?

NO

S213

YES

DISPLAY THE FRAME BUFFER ON THE SCREEN

S214

HAS THE  
LIGHT SOURCE  
AND/OR THE GEOMETRY  
CHANGED POSITION?

NO

YES

FIG. 2B

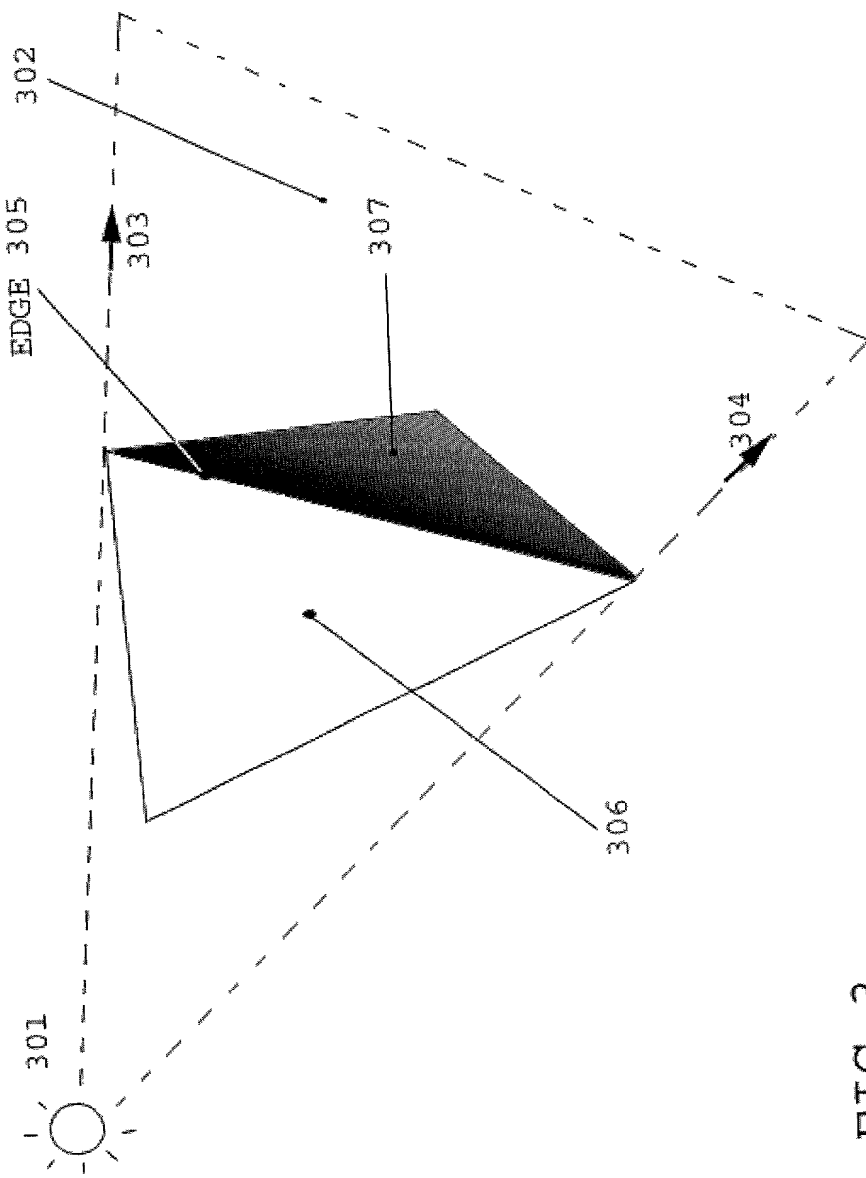


FIG. 3

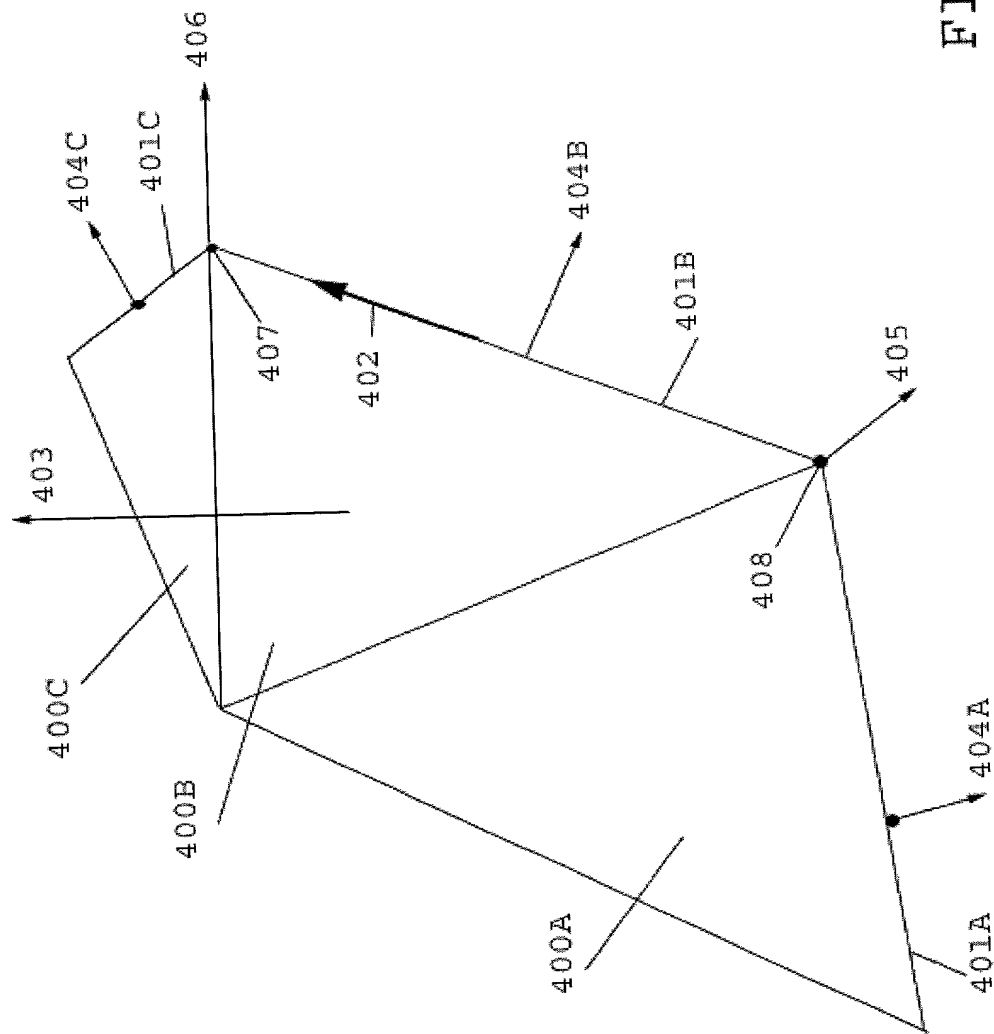


FIG. 4

FIG. 5

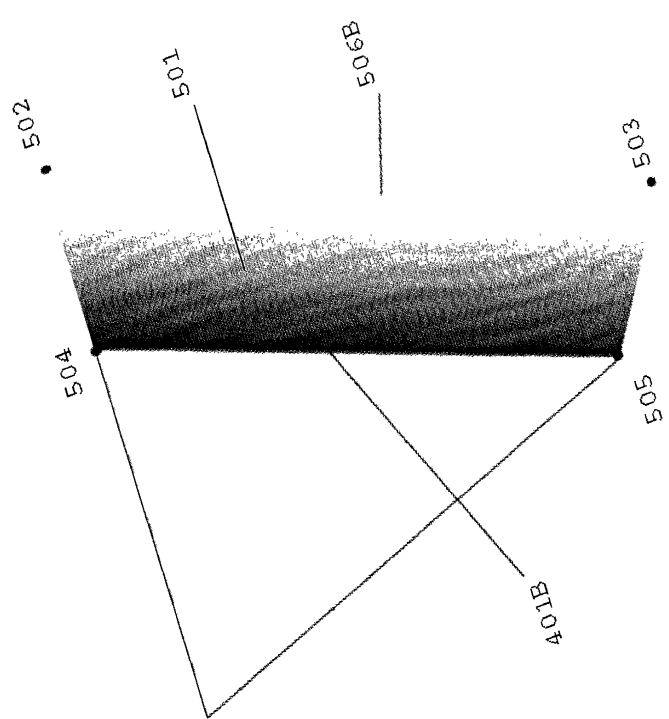


FIG. 5

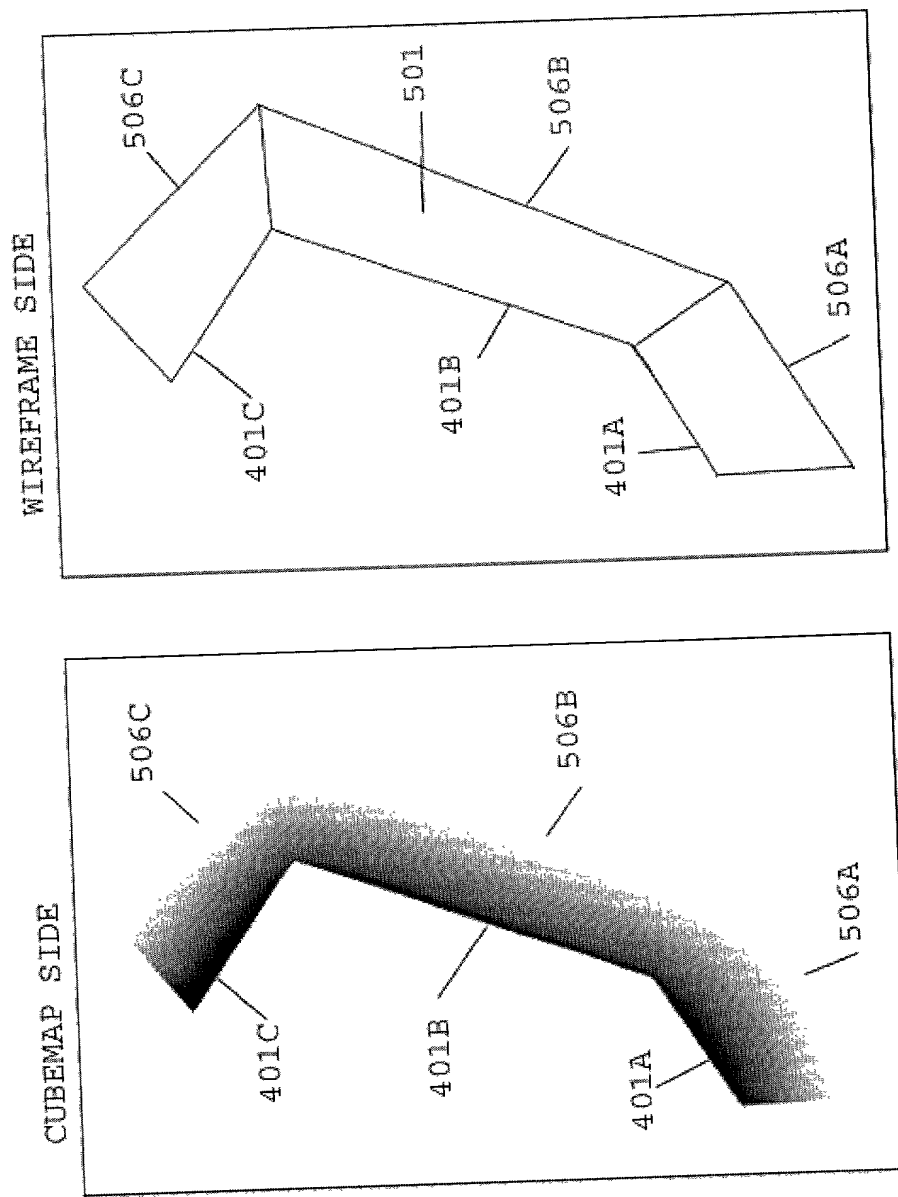


FIG. 6

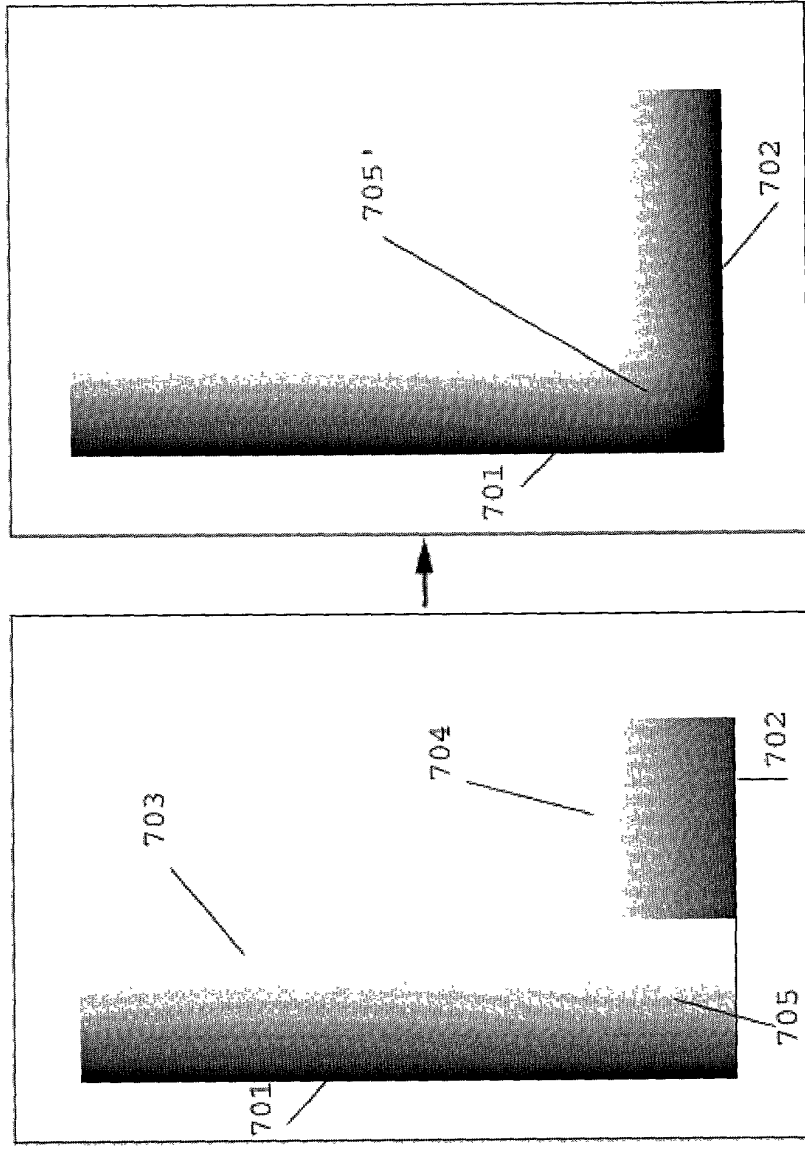


FIG. 7



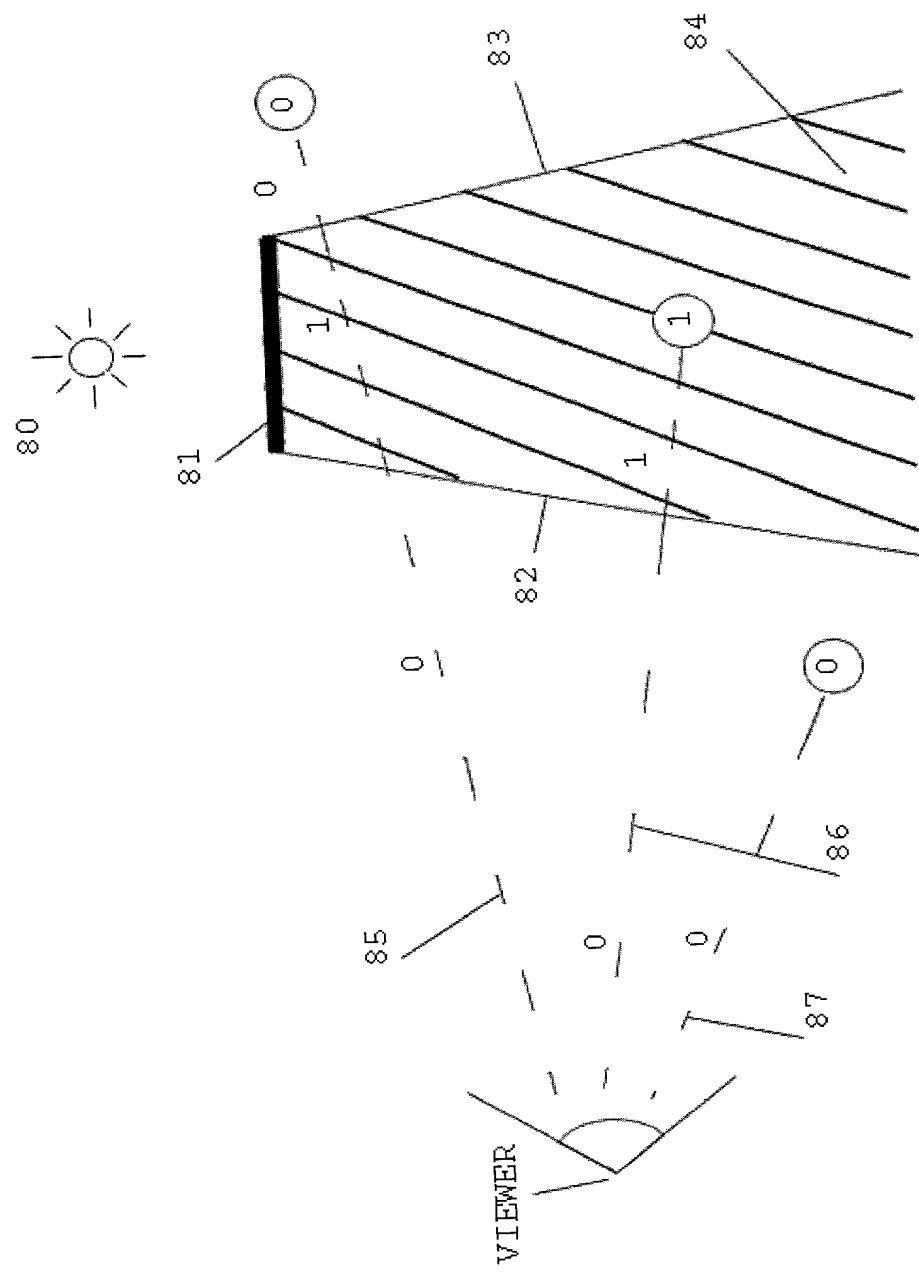


FIG. 8.

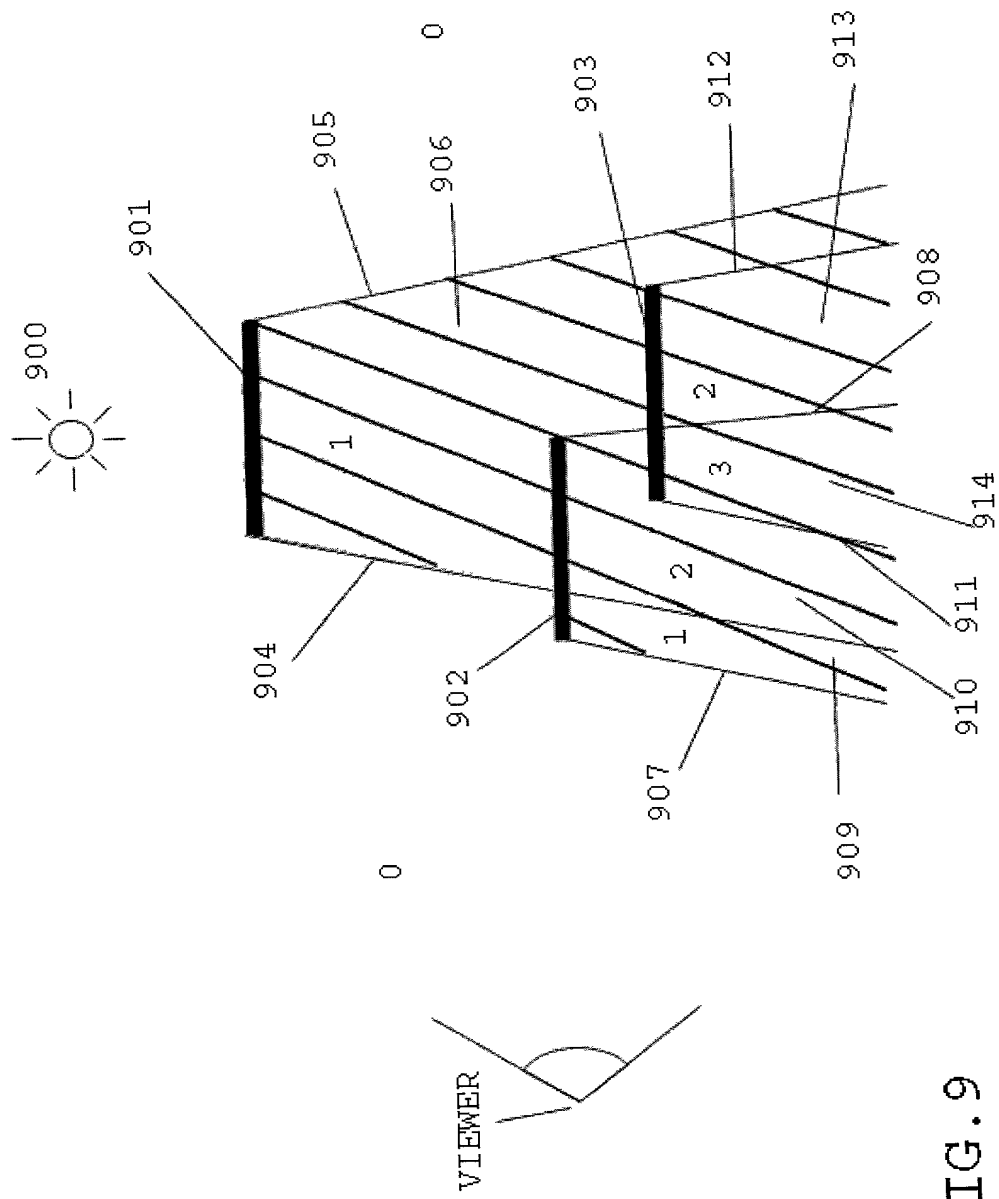


FIG. 9

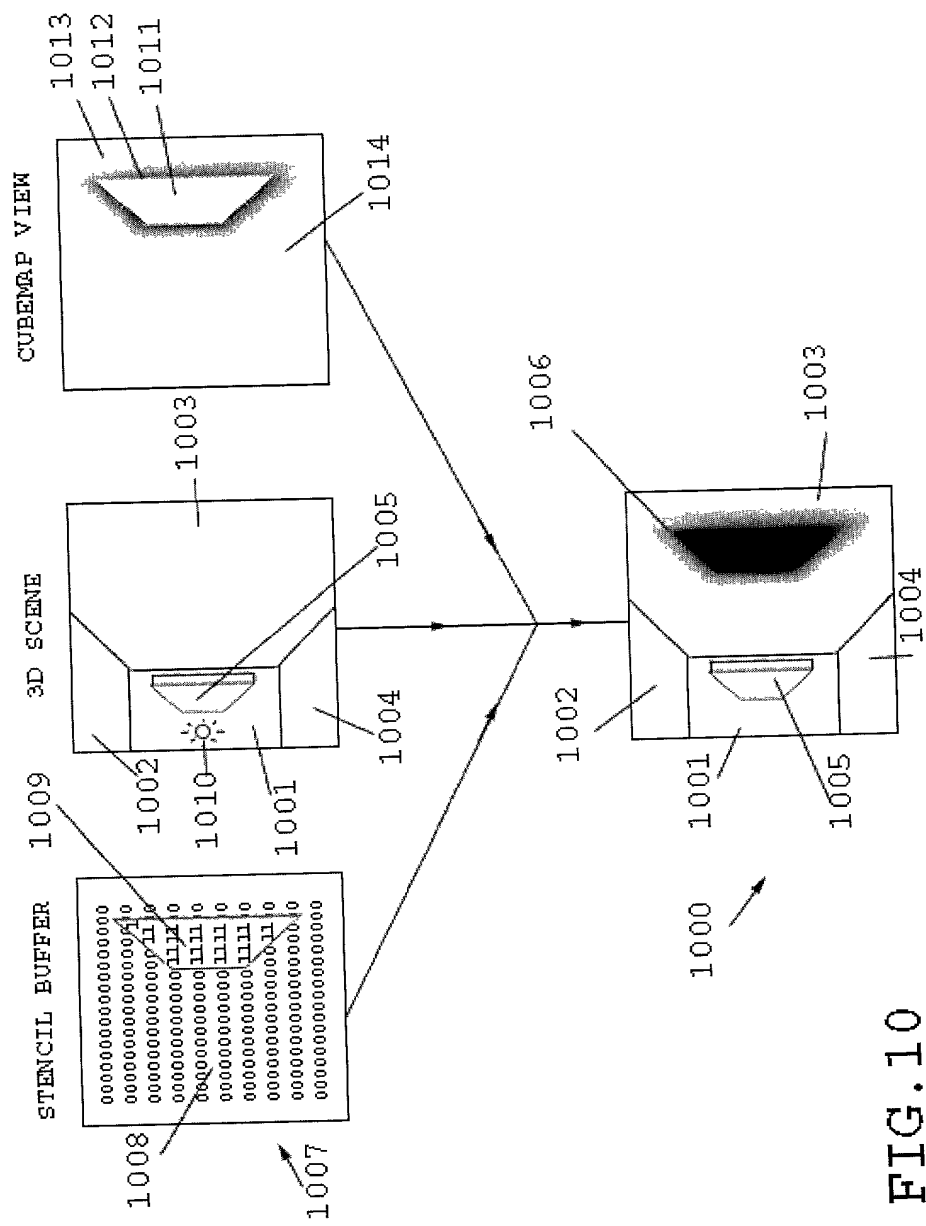


FIG. 10

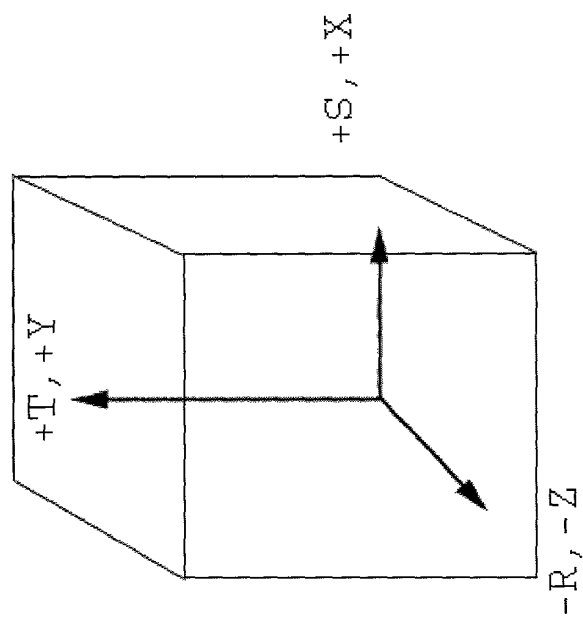


FIG. 11